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Macintosh version--any Macintosh. 326k memory required

Incident at Karrousel Park introduces a new era in interactive computer fiction. Written by David Curran, a writer who worked for Stephen J. Cannell on the t.v. series Wiseguy, this story emphasizes a fictional experience, rather than a complex (or frustrating) series of word puzzles. We invite your comments.

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I: Legal Notices

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B: INSTRUCTIONS

1. MOVING THE GAME FOLDER.

There are over 50 files in the Karrousel Park Folder. For the program to run properly all of these files must be kept together. If you wish to move the game to your hard drive move the entire KARROUSEL PARK FOLDER as a unit.

2. STARTING THE GAME.

We made every effort to make Karrousel Park easy to use. When you double click on the KARROUSEL PARK FOLDER the folder opens and the "1.0 KK APL" the karrousel horse icon appears. Double clicking the application icon starts the program.

3. THE FIRST SCREEN.

Click "OK" or hit <return> to exit the title/copyright screen.

4. Saved or New Game Screen

Please read the second screen in full and if you enjoy this game enough to play it to the end, please register. A <RETURN> will be taken as an indication you wish to play a new game. To play a saved on click on the <saved> button.

5. IMPORTANT INFORMATION ABOUT GAME SAVING!!!!

In Karrousel Park All games are automatically saved. Initially your game will be saved under your first name, unless you use the "Save This Game" button in the "For identification . . ." screen, and change it. (The "For identification . . ." screen appears immediately after you've finished providing information about your friend.) The "Save" menu item enables you to save a game under a different name (something you might want to do if you have two people with the same first name playing the game.) When you use the "Save" feature in the middle of a game, your old game stops at the point you saved the game under the new name. Your old game,

however, is not erased and will remain in the Karrousel Park Folder unless you physically remove it. This means you can go back and replay the old

game from the point you left off.

6. RECALLING SAVED GAMES

Games are saved in folder by attaching the first name of the player to a sequential file of game information. Although they will appear as "Firstname.SEQ" in the folder, you should enter only your "Firstname" in the "Under What Name Did You Save Your Last Game?" window.

7. STARTING NEW GAMES

When you click on "NEW" in the saved or new game window you will be presented with two new windows. The first requests information about you. You must fill out all the information for the game to work properly. Use the TAB to move from box to box. If you use <RETURN> you

will end up in the next window. Don't worry, however, if you make a mistake. Just the "OPPS GO BACK" button to return to the previous window.

DO PAY ATTENTION to the instructions for using Capitol letters and lower case letters. This information is being collected for use in the text.

New games are also saved under your first name. They will be included in the game folder as firstname.SEQ. However, when you are recalling your game use only your first name.

Dave (Correct)
Dave.SEQ (Wrong)

If another player has the same first name and has a game saved, his or her game must be saved under a different name before a new game is started with the same first name. Starting a new game always starts a new game file under the new player's first name--any other game saved under that name will be erased.

THE GAME MENUS:

The FILE menu allows you to quit the game. COMMAND - "." is another way to quit. Your game, up until that point will automatically be saved under your first name. The SAVE menu need only be used if you wish to save your game under a different name.

The EDIT menu is not used in the game. It is provided for Apple desk accessories which might need it. You could, however, use the cut and past function to copy commands, such as, "Have you seen a gal in a white hat

with a pink ribbon?" and paste them into the reply text box. However, a simple "?" is simpler.

The FONT menu gives you the opportunity to select the font for the text you will be reading from a variety of fonts. You also have a choice between PLAIN TEXT and BOLD. The sizes for each combination have been preselected. The size is not changeable except by selecting a different font. There is, however, a wide variety and you should be able to find one that meets your tastes.

The PRINT menu gives you the opportunity to print out copies of the game in two different ways. If you have a imagewriter printer you may choose the LPRINT mode and a copy of the game will be printed out as you play. Otherwise, the game may be saved to a ASCII file (the name of this file will be based on your full name and the time you asked the program to save it), which you can print out separately with whatever wordprocessor you have on hand.

The GAME menu simply shows you name under which the current game is being saved. When you start a game this will be your first name. It will remain your first name unless you change it using the SAVE menu. This menu item has no function other than providing information so YOU CAN'T CLICK ON It.

In the STATUS menu the FIRST TWO ITEMS ARE NOT CLICKABLE. They are, simply the number of TOKENS you have (you start with 0 as you need to buy them), and the amount of CASH you have (You start with \$7.). These values may also be seen by entering "Tokencheck" and "CashCheck" respectively into the reply box. Case is not important. The third item STATUSCHECK IS A CLICKABLE MENU ITEM. It gives access to the status board and its clues. You may also enter "StatusCheck" via the keyboard.

STATUS BOARD CLUES:

THE STATUS BOARD is a means of keeping tabs on which of the clues presented to you, you have followed up on. After a clue has been given to

you it will appear on the STATUS BOARD. When a clue has been checked its

initial value, 0, will be set to 1. Not all of the clues appearing on the board need to be checked, and the STATUS BOARD will not provide all of the information you need to win the game. However, the status board is

there to help you, and if you are stuck, checking unchecked clues is the best strategy.

THE HINT MENU

The HINT menu is the menu most players will use most often. Hints for all possible replies which will make sense to the program as a reply to the current screen will be on the hint menu with the exception of <RETURN>. There will be instances when the hints on the menu are not what you wish to reply. In many of these instances the correct response will be a <RETURN>.

If the HINT menu is dimmed the only reply possible will be a <RETURN>. You may find the undimming of the HINT menu in areas where the menu has been dimmed for a time to be a hint that the menu should be checked, or that a reply other than a <RETURN> is called for.

The MAP menu. As a player you will start off with \$7. Money is one of the things which will govern your experience at the park, so you need to handle it wisely. When you enter the park you will be told how much maps are and where you can purchase a map. When you purchase a map the MAP

menu item will be highlighted. You may then click on the single MAP menu item "MAPCHECK" or enter the word "MapCheck" as a reply. When you do so you will see a map screen showing the overview of the park. There are TWO buttons on the MAP screen. One is the OKAY button which will return you to the game. The other is a text box with the "#" symbol in it. In order to see a DETAIL MAP of any of the Karrousel Park areas enter the NUMBER OF THE AREA into this text edit box, then press <RETURN>.

Note: You will be replacing the "#" symbol with a number. Do not include the "#" symbol with the number. Example:

#19 (Wrong)

19 (Correct)

Hitting <RETURN> or clicking the okay button will return you to the main map from a detailed section. Hitting <RETURN> or the okay button will bring you back to the game from the main menu.

VOCABULARY: THE PROGRAM UNDERSTAND THE FOLLOWING WORDS AS WELL AS THOSE OTHERS LISTED IN THE HINT MENU.

THE PARSER

This program is like my mother used to be. If you say something

inappropriate, it will ignore you.

THERE IS ONE WORD THAT YOU CAN USE TO STEP BACK ONE SCREEN. <REDOLAST>. Note, however, that this word will not enable you to change any purchase, financial arrangement, or payment you have made.

Other replies may be changeable.

VOCABULARY: THE PROGRAM UNDERSTAND THE FOLLOWING WORDS AS WELL AS THOSE OTHERS LISTED IN THE HINT MENU.

\$. \$0 \$0.00 \$1 \$1.00 \$2 \$2.00 \$3 \$3.00 \$4 \$4.00 \$5 \$5.00 \$6 \$6.00 \$7
\$7.00 \$8 \$8.00 \$9 \$9.00 .50 50 ? ABOARD AIM AMES APPALOOSA
ATTACK
BENSON BIG BLACK BLOOD BOARD BOOTH BRIDGE BUY C CALL CAN'T CANDY
CAR CASE CASH CAT CATS CHANGE CHECK CHESTNUT CHILD
CHOO CHOOCHOO CLIMB COTTON CR CROSS CROSSROAD CROSSROADS
DEVIL
DEVIL'S DEVILS DOGS DOLLAR DOOR E EAST EMPLOYEE EMPLOYEE'S
EMPLOYEES ENID ENTER EXCUSE EXIT FERRIS FILM FILMCASE FORTUNE
FREEZER FUN FUNHOUSE G GAL GAL? GALLERY GATE GIDDYAP GIRL GIVE
GOLD GONDOLA GUARD GUN GUY GUY? HAT HAT? HELLO HEY HIT HOLE
HORROR HORRORS HOT HOTDOG HOTDOGS HOUSE IN INTO K, KARROUSEL KK
KKCOIN KKCOINS KNOW LEAVE LOCKER LOCKERS LOT LOVE LUNCH
LUNCHROOM MACHINE MADAME MEN MEN'S MENS MONEY MOUNT N NE NORTH
NORTHEAST NORTHWEST NW OFFICE OFFICER OK OKAY OPEN PARKING
PATH
PAY PEANUT PEANUTS PHIL PHONE POLICE PUNCH PURPLE QUIT RAILROAD
RED RIDE ROADS S SAVE SCENIC SE SEAT SECURITY SEER SELECT SHOOT
SHOOTING SHOP SHOW SIDE SIDESHOW SIT SLIDE SLUG SO SOUTH
SOUTHEAST SOUTHWEST SOUVENIR SPEAK STAIRS STAIRWAY STEP STEPH
STEPHANIE STRIKE SURE SW TALK TELL THEFUNHOUSE THOMPSON TICKET
TOKEN TOKENS TRAIL TRIGGER TUNNEL VOLU W WE WEST WESTERN WHEEL
WHITE WOMEN WOMEN'S WOMENS YES

WORD SHORTCUTS

It does not matter whether your reply is in upper or lower case. DO NOT USE QUOTES ("") IN YOUR REPLIES. You may abbreviate "KARROUSEL" by using "K" or "KK". You may abbreviate "Crossroads" by using "C" or "CR". The main question of the game can be abbreviated by using a single question mark "?" Other abbreviations, such as "S" for "South," or "NE"

for "NorthEast" are given in the text.

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